

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Currently Amended) A gaming machine with which a combination-making game is performed, the combination-making game using a matrix which comprises five rows and five columns so as to contain a plurality of cells, wherein a symbol is allocated to each cell, ~~and such that a cell becomes effective when a symbol corresponding to the cell is selected randomly by a lottery, and a predetermined benefit is provided to a player in accordance with~~ based on a pattern of cells being effective after a predetermined number of lotteries, the gaming machine comprising:

a symbol allocation means for allocating a symbol to each cell of the matrix, the symbol being selected from a deck of playing cards;

an outer peripheral cell shift means for shifting each allocated symbol of a peripheral group of cells of the matrix from an original cell position to an adjacent cell position such that a loop of allocated symbols are shifted along the peripheral group of cells; and

a disbursement value determination means for determining an amount of disbursement or a multiple ~~number of a bet~~ number of bets made by the player for disbursement depending on a predetermined rank of a combination of the combination-making game, ~~if all cells with allocated symbols along a line so as to make a winning combination in a poker game become effective after a predetermined number of lotteries are made with the matrix having~~ and the symbols allocated to the respective cells ~~thereof by said symbol allocation means along the line make a winning combination in a poker game.~~

2. (Currently Amended) The gaming machine according to Claim 1, further comprising:

an inner peripheral cell shift means for shifting each allocated symbol of an inner group of cells of the matrix from an inner original cell position to an inner adjacent cell position such that an inner loop of allocated symbols are shifted along the inner group of cells.

3. (Currently Amended) A gaming machine with which a combination-making game is performed, the combination-making game using a matrix which comprises a plurality of rows and a same number of columns so as to contain a plurality of cells, wherein a symbol is allocated to each cell, ~~and such that a cell becomes effective when a symbol corresponding to the cell is selected randomly by a lottery, and a predetermined benefit is provided to a player in accordance with~~based on a pattern of cells being effective after a predetermined number of lotteries, the gaming machine comprising:

a symbol allocation means for allocating a symbol to each cell of the matrix, the symbol being selected from a set of mahjong tiles;

an outer peripheral cell shift means for shifting each allocated symbol of a peripheral group of cells of the matrix from an original cell position to an adjacent cell position such that a loop of allocated symbols are shifted along the peripheral group of cells; and

a disbursement value determination means for determining amount of disbursement or a multiple ~~number of a bet-number of bets made by the player for disbursement depending on a predetermined rank of a combination of the combination-making game, if all cells with allocated symbols along a line so as to make a winning combination become effective after a predetermined number of lotteries are made with the matrix having~~and the symbols allocated to the respective cells thereof by said symbol allocation means along the line make a winning combination in a poker game.

4. (Currently Amended) The gaming machine according to Claim 3, further comprising:

an inner peripheral cell shift means for shifting each allocated symbol of

an inner group of cells of the matrix from an inner original cell position to an inner adjacent cell position such that an inner loop of allocated symbols are shifted along the inner group of cells.

5. (Currently Amended) The gaming machine according to Claim 1, wherein said symbol allocation means allocates the symbols to the cells of the matrix such that at least one winning combination of symbols will be ~~are set in~~ at least one line of cells after a the cell-shift of allocated symbols along the peripheral group of cells, so that the predetermined benefit ~~exceeding a predetermined standard is provided~~ to the player will exceed a predetermined standard.

6. (Currently Amended) The gaming machine according to Claim 2, wherein said symbol allocation means allocates the symbols to the cells of the matrix such that at least one winning combination of symbols will be ~~are set in~~ at least one line of cells after a the cell-shift of allocated symbols along at least one of the peripheral group of cells and the inner group of cells, so that the predetermined benefit ~~exceeding a predetermined standard is provided~~ to the player will exceed a predetermined standard.

7. (Currently Amended) The gaming machine according to Claim 3, wherein said symbol allocation means allocates the symbols to the cells of the matrix such that at least one winning combination of symbols will be ~~are set in~~ at least one line of cells after a the cell-shift of allocated symbols along the peripheral group of cells, so that the predetermined benefit ~~exceeding a predetermined standard is provided~~ to the player will exceed a predetermined standard.

8. (Currently Amended) The gaming machine according to Claim 4, wherein said symbol allocation means allocates the symbols to the cells of the matrix such that at least one winning combination of symbols will be ~~are set in~~ at least one line of cells after a the cell-shift of allocated symbols along at least one of the peripheral group of cells and the inner group of cells, so that the predetermined

~~benefit exceeding a predetermined standard is provided to the player will exceed~~  
a predetermined standard.

9. (Currently Amended) The gaming machine according to Claim 1, further comprising:

a valid line determination means for determining a number of ~~lines and~~  
locations thereof of lines of cells, wherein with respect to which the disbursement  
of game media may be carried out ~~when~~ if all cells aligned therein become  
effective.

10. (Currently Amended) The gaming machine according to Claim 2, further comprising:

a valid line determination means for determining a number of ~~lines and~~  
locations thereof of lines of cells, wherein with respect to which the disbursement  
of game media may be carried out ~~when~~ if all cells aligned therein become  
effective.

11. (Currently Amended) The gaming machine according to Claim 3, further comprising:

a valid line determination means for determining a number of ~~lines and~~  
locations thereof of lines of cells, wherein with respect to which the disbursement  
of game media may be carried out ~~when~~ if all cells aligned therein become  
effective.

12. (Currently Amended) The gaming machine according to Claim 4, further comprising:

a valid line determination means for determining a number of ~~lines and~~  
locations thereof of lines of cells, with respect to which wherein the disbursement  
of game media may be carried out ~~when~~ if all cells aligned therein become  
effective.

13. (Currently Amended) The gaming machine according to Claim 1, further comprising:

a prior cell effective means for making at least one of the cells of the matrix ~~in accordance with~~ effective based on an effective cell lottery.

14. (Currently Amended) The gaming machine according to Claim 2, comprising:

a prior cell effective means for making at least one of the cells of the matrix ~~in accordance with~~ effective based on an effective cell lottery.

15. (Currently Amended) The gaming machine according to Claim 3, comprising:

a prior cell effective means for making at least one of the cells of the matrix ~~in accordance with~~ effective based on an effective cell lottery.

16. (Currently Amended) The gaming machine according to Claim 4, comprising:

a prior cell effective means for making at least one of the cells of the matrix effective based on ~~in accordance with~~ an effective cell lottery.

17. (Currently Amended) A gaming machine ~~with which~~ adapted to perform a combination-making game ~~is performed~~, the combination-making game using a square matrix which comprises a row with a row cell number of at least two and a column with a column cell number of at least two, wherein the row cell number equals the column cell number so as to constitute the matrix containing contains a plurality of cells, each of which has an allocated symbol such that each corresponding cell becomes effective if the allocated symbol to the corresponding cell is selected by a main lottery, the gaming machine being characterized to provide a benefit to a player depending on a pattern of cells being effective after a predetermined number of main lotteries, the gaming machine comprising:

a symbol allocation means-unit for allocating a symbol one of a plurality of predetermined symbols to each cell of the matrix, wherein a combination of the predetermined symbols makes a winning combination;

a cell shift means-unit for shifting each symbol allocated to a cell within a peripheral group of cells symbol of a group of cells of the matrix from an original cell position to an adjacent cell position, in response to operation of a switch so as to rearrange the symbols such that at least one winning combination in at least one line of the matrix is arranged;

a lottery selection unit for selecting a symbol by a lottery after shifting the symbols;

a collation unit for collating the selected symbol with the allocated symbols, and for making a cell effective if the symbol allocated to that cell matches the selected symbol; and

a disbursement value determination means-unit for making a disbursement, if the cells along a line are made effective, and the symbols allocated to the effective cells along the line make a winning combination determining amount of disbursement or a multiple number of a bet number of bets made by the player for disbursement depending on a predetermined rank of the combination of the combination-making game if all cells with allocated symbols along a line so as to make the winning combination become effective after the predetermined number of lotteries.

18. (Currently Amended) The gaming machine according to Claim 17, wherein said cell shift means-unit comprises a loop shifting means for shifting each symbol within the peripheral group of cells so as to be allocated to an adjacent cell such that a symbol shift chain makes the shifted symbols form a loop.

19. (Currently Amended) A-An article of manufacture comprising a program stored on medium for use used in a gaming machine with which to perform a combination-making game is performed, the combination-making game using a square matrix which comprises a row with a row cell number of at least two and a

~~column with a column cell number of at least two, wherein the row cell number equals the column cell number so as to constitute the matrix containing~~ contains a plurality of cells, each of which has an allocated symbol such that each corresponding cell becomes effective if the allocated symbol to the corresponding cell is selected by a main lottery, the gaming machine being characterized to provide a benefit to a player depending on a pattern of cells being effective after a predetermined number of main lotteries, wherein execution of the program by the gaming machine causes the gaming machine to ~~comprising:~~

~~a symbol allocation means for allocating~~ allocate a symbol of a plurality of predetermined symbols to each cell of the matrix, wherein a combination of the predetermined symbols makes a winning combination;

~~a cell shift means for shifting~~ shift each symbol allocated to a cell belonging to a peripheral group of cells ~~symbol of a group of cells of the matrix from an original cell position to an adjacent cell position-, in response to a user input~~ so as to rearrange the symbols such that at least one winning combination in at least one line of the matrix is arranged;

select a symbol by a lottery after the shift of the symbols;

collate the selected symbol with the allocated symbols, and make a cell effective if the symbol allocated to that cell matches the selected symbol; and

~~a disbursement value determination means for~~ make a disbursement, if the cells along a line are made effective, and the symbols allocated to the effective cells along the line make a winning combination ~~determining amount of disbursement or a multiple number of a bet number of bets made by the player for disbursement depending on a predetermined rank of the combination of the combination making game if all cells with allocated symbols along a line so as to make the winning combination become effective after the predetermined number of lotteries.~~

20. (Currently Amended) A server, connectable via a communication line to gaming machines, ~~with each of which adapted to perform~~ a combination-making

~~game is performed~~, the combination-making game using a square matrix which comprises a row with a row cell number of at least two and a column with a column cell number of at least two, wherein the row cell number equals the column cell number so as to constitute the matrix containing contains a plurality of cells, each of which has an allocated symbol such that each corresponding cell becomes effective if the allocated symbol to the corresponding cell is selected by a main lottery, each gaming machine being characterized to provide a benefit to a player depending on a pattern of cells being effective after a predetermined number of main lotteries, the server comprising:

a symbol allocation means unit for allocating a symbol of a plurality of predetermined symbols to each cell, wherein a combination of the symbols makes a winning combination of the matrix;

a cell shift means unit for shifting each symbol allocated to a cell belonging to a peripheral group of cells symbol of a group of cells of the matrix from an original cell position to an adjacent cell position, in response to operation of a switch so as to rearrange the symbols such that at least one winning combination in at least one line of the matrix is arranged;

a lottery selection unit for selecting a symbol by a lottery after the shifting;

a collation unit for collating the selected symbol with the allocated symbols, and for making a cell effective if the symbol allocated to that cell matches the selected symbol; and

a disbursement value ~~determination means~~ unit for making a disbursement if the cells along a line are made effective, and the symbols allocated to the effective cells along the line make a winning combination determining amount of disbursement or a multiple number of a bet number of bets made by the player for disbursement depending on a predetermined rank of the combination of the combination-making game if all cells with allocated symbols along a line so as to make a winning combination become effective after the predetermined number of lotteries are made with the matrix.



21. (New) The gaming machine according to claim 17, wherein:
- the square matrix includes five rows and five columns;
  - the symbol is selected from a deck of playing cards; and
  - the winning combination is determined in a poker game.
22. (New) The gaming machine according to claim 17,
- wherein the symbol is selected from a set of mahjong tiles.
23. (New) The gaming machine according to claim 17, wherein the cell shift unit includes:
- an outer peripheral cell shift portion for shifting each symbol of the outer peripheral group of cells, in response to pressing of a first switch;
  - an inner cell shift portion for shifting each symbol of an inner group of cells from an inner original cell position to an inner adjacent cell position, in response to pressing of a second switch.
24. (New) The gaming machine according to claim 17, wherein the symbol allocation unit allocates the predetermined symbols so as to allocate at least one winning combination of symbols to the cells forming at least one line, and to allocate other symbols to other cells.
25. (New) The gaming machine according to claim 17, further comprising:
- a valid line determination unit for determining a number and locations of lines of the cells, with respect to which disbursement of game media may be carried out if all cells aligned therein become effective.
26. (New) The gaming machine according to claim 17, further comprising:
- a prior cell effective unit for making at least one of the cells of the matrix effective based on an effective cell lottery.
27. (New) The gaming machine according to claim 17, wherein the disbursement

unit includes a disbursement calculation portion for calculating an amount of disbursement depending on a bet amount made by the player and a predetermined rank of the winning combination.